

(In Malaya, police are (a) Well-trained, by Brits  
(b) Well-treated and protected, by gov.

In GVN, police (a) not well-treated by gov  
(b) Involved in politics; Director has always been  
regarded as political types: Doan, Kim, <sup>a</sup>Glenn,

Police always regarded as instruments of temporary  
power bloc, not as instruments of law

(lesser point: not well trained).

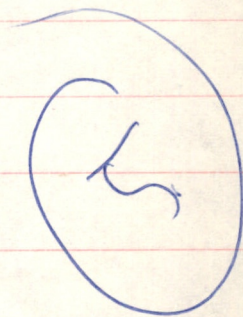
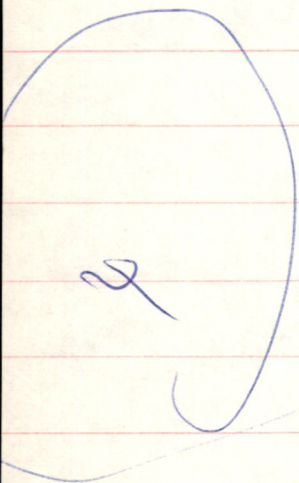
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(while carrying out present program)

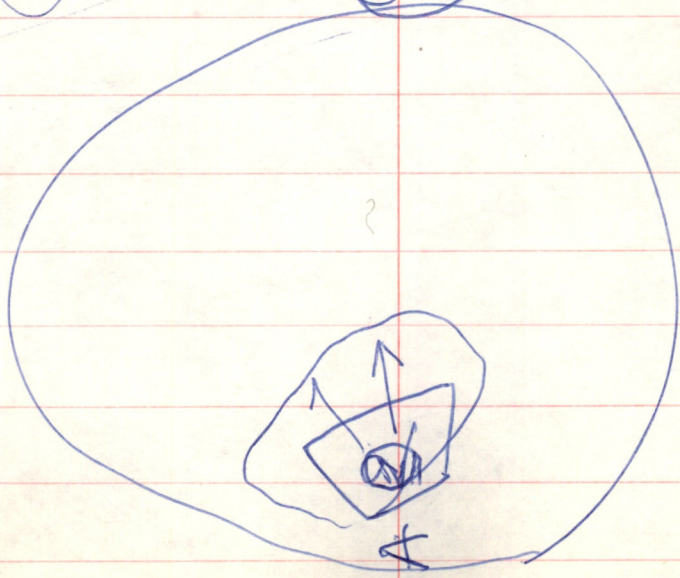
Need 12 months to prepare for this concept:  
But this could pacify + restore area of 5-6  
million (outside Saigon; 7-8 million with Saigon).

In Case

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Compare to Cedar Falls:

Alternatives:

- 1) Sweep: ops and leave
- 2) Base unit near Ben Sue for ops;  
don't move <sup>any</sup> people.
- 3) (Clan:) Base unit ~~near~~ Ben Sue for ops;  
move all people within area of ops into  
Ben Sue: protect, <sup>(as in A area)</sup> organize, control (at first,  
they cannot move out into area of ops, but can  
farm in restricted area around Ben Sue). In  
area of ops, all people treated as enemies.  
(Like Agropolis <sup>on big street layout, or grid</sup> within C area; but protected,  
organized. Maybe 500 families; battalion).
- 4) (Cedar Falls) Move all people to A area,  
don't leave unit.
- 5) Move all people, leave unit.

In strat. hamlet programs, fortified hamlets created everywhere, including A+B areas; this, people everywhere had to move. However, in A+B. In Cham plan, don't create strat. hamlet — too small to protect with visible unit (doing active ops in surrounding area). More like strat. village, agrovillage. But not for purposes of pacifying C area; but bases are to protect B area. (and expand area); Prison is basically to

3 better than 5, because: (contrast with others).

They won't live so well, or in as good psych. situation<sup>†</sup>

- 1) Can't help people enough, or indefinitely; they may cause unrest in A areas; and then VC relations will be more motivated than before.
- 2) If (3) done everywhere, 2/3 of county destroyed. (Mass disorg., displacement).
- 3) If people in place not organized, they can provide intel., and influence their VC relations: <sup>demoralized;</sup> return



It does harm the VC greatly to destroy tunnels, houses, caches, etc.

Better to leave a bn there anyway - but not much to do, VC will evade.

With people there, bn is needed to organize them; once they are organized, the battalion can operate in a much larger area.

(Place bases in C so as to protect B area).

With organized people near base, bn can operate in wider area than without them.

(Disadvantage? If people moved out, bn would be free to move freely, after month or so; or leave for a week. With people there, bn has to stay.

Plus, this is mission for units assigned to support

P.D.

If you are not going to leave a gun to operate, should people be moved out of C area?

If we can provide them a better life, move them. If not, don't; VC would be hurt in short-run, but not in long-run. (Meanwhile, restrict their movement into B area).

Ben Suc: Will hurt VC to lose people: but

a) Did move cause more young people to join VC, to make more?

b) Will move cause higher motivation among related VC?

c) Will "refugees" provide channel for increased influence of VC in A area?

(Low-level religious leaders are approached constantly by unhappy people, with complaints; it gives them a dark picture of conditions, which they transmit to others, spread unhappiness.

Thus, these leaders will be especially influenced by plight of refugees.